I/We Claim:

1.   A mobile terminal, comprising:

a processor;

a transceiver; and

memory for storing computer readable instructions that, when executed by the processor, cause the mobile terminal to perform steps comprising:

(i)   receiving a task;

(ii)   providing two response options to a first player using the mobile terminal, comprising:

   a.   forwarding the task for delivery to a second mobile terminal; and

   b.   sending a response to the task to a task server;

(iii)   receiving player input selecting a one of the two response options; and

(iv)   performing the selected response option.

2.   The mobile terminal of claim 1, wherein the computer readable instructions further cause the mobile terminal to perform the step of, upon completion of step (iv), displaying an error message when the player attempts to perform another response option.

3.   The mobile terminal of claim 1, wherein in step (iii), when the first player selects response option (a), player input comprises an identity of a second player.

4.   The mobile terminal of claim 1, wherein in step (iii), when the first player selects response option (b), player input comprises response information.

5.   The mobile terminal of claim 4, wherein in step (i) the task comprises a question and, in step (iii) response information comprises an answer to the question.

6.   The mobile terminal of claim 4, wherein in step (i) the task comprises a physical task and, in step (iii), response information comprises data proving that the physical task was completed.

7.   The mobile terminal of claim 4, wherein in step (i) the task comprises audio and/or video data and, in step (iii), response information corresponds to the audio and/or video data.

8.   The mobile terminal of claim 4, wherein in step (iii), response information comprises audio and/or video data recorded by the mobile terminal.

9.   The mobile terminal of claim 3, wherein in step (iii), the second player is one of a group of players that have not already received the task.

10.   The mobile terminal of claim 3, wherein in step (iii), the second player is one of a group of players on a same team as the first player using the mobile terminal.

11.   The mobile terminal of claim 3, wherein in step (iii), the second player is one of a group of players registered with the game server.

12.   The mobile terminal of claim 1, wherein the computer readable instructions further comprise the step of only performing steps (ii)-(iv) within a predetermined amount of time of step (i).

13.   The mobile terminal of claim 1, wherein the task comprises a game task.

14.   A method for solving a task using a mobile terminal, comprising steps of:
(i)   the mobile terminal receiving the task from a game server; and
(ii)   the mobile terminal responding to the task by performing one of:
        a. submitting a task response to the game server; or
        b. forwarding the task to a different mobile terminal;

15.   The method of claim 14, wherein step (ii) must be performed within a predetermined amount of time after step (i).

16.   The method of claim 14, wherein in step (ii)(b) the different mobile terminal is one of a plurality of mobile terminals on a same team as the mobile terminal of step (i).

17.   The method of claim 14, wherein in step (ii)(b) the different mobile terminal is one of a plurality of mobile terminals that has registered with the game server.

18.   The method of claim 14, wherein in step (i) the task comprises a question and, in step (ii)(a), the task response comprises an answer to the question.

19.   The method of claim 14, wherein in step (i) the task comprises audio and/or video data and, in step (ii)(a), the task response comprises information corresponding to the audio and/or video data

20.   The method of claim 14, wherein step (ii)(a) comprises the mobile terminal recording audio and/or videa data corresponding to the task.

21.   A task server, comprising:

a processor;

memory for storing computer readable instructions that, when executed by the processor, cause the task server to perform steps of:

(i)   opening a task by sending the task to a first plurality of mobile terminals;

(ii)   receiving a request to forward the task from one of the first plurality of mobile terminals to a second mobile terminal not in the first plurality of mobile terminals; and

(iii)   receiving a task response from any mobile terminal that has received the task.

22.   The task server of claim 21, further comprising computer readable instructions that cause the task server to perform the step of outputting task status information when a task is forwarded to a mobile terminal.

23.   The task server of claim 21, wherein the computer readable instructions further cause the task server to perform the step of:

(iv)   in response to step (ii) sending the task to the second mobile terminal when the second mobile terminal is one of a group of valid recipient mobile terminals.

24.   The task server of claim 23, wherein step (iv) comprises determining a recipient validity of the second mobile terminal by querying a database.

25.   The task server of claim 23, wherein in step (iv), the group of valid recipient mobile terminals comprises mobile terminals that are registered with the task server.

26.   The task server of claim 23, wherein in step (iv), the group of valid recipient mobile terminals comprises mobile terminals that are on a same team as the one mobile terminal in the first plurality.

27.   The task server of claim 23, wherein in step (iv), the group of valid recipient mobile terminals comprises mobile terminals that have not already received the task.

28.   The task server of claim 21, further comprising the step of closing the task when the task response comprises a correct task response,

        wherein in step (i) the task comprises a question, and the correct task response comprises an answer to the question.

29.   The task server of claim 21, further comprising the step of closing the task when the task response comprises a correct task response,

        wherein in step (i) the task comprises a physical task, and the correct task response comprises data that proves that the physical task was completed.

30.   The task server of claim 21, wherein the task server administers a game.

31.   The task server of claim 21, wherein the computer readable instructions further comprise the steps of:
        (iv)   closing the task when a time limit ends; and
        (v)   counting a number of correct task responses received from each of a plurality of task branches.

32.   A method for playing a game, comprising steps of:
        (i)   sending a game task to a first plurality of mobile terminals;
        (ii)   receiving a response from each of the first plurality of mobile terminals, wherein each response comprises one of a response to the game task and a request to forward the task to another player; and

(iii)   ending the game when a predetermined condition occurs.

33.   The method of claim 32, further comprising the step of forwarding the task to one of a group of mobile terminals that have not previously received the task.

34.   The method of claim 32, further comprising the step of forwarding the task to one of a group of mobile terminals on a same team as the forwarding mobile terminal.

35.   The method of claim 32, further comprising the step of forwarding the task to one of a group of mobile terminals registered in a database.

36.   The method of claim 32, wherein in step (iii) the predetermined condition comprises a mobile terminal submitting a correct task response.

37.   The method of claim 32, wherein in step (iii) the predetermined condition comprises a time period ending.

38.   The method of claim 32, wherein in step (i) the task comprises a question, and in step (ii) the task response comprises an answer to the question.

39.   The method of claim 32, further comprising the step (iv) of a game server outputting data corresponding to a current status of the game.

40.   The method of claim 32, further comprising steps of:
(iv)   validating each request by comparing a recipient to a recipient list; and
(v)   when the recipient is valid, forwarding the task to a mobile terminal associated with the recipient.

41.   The method of claim 36, further comprising the step of:
(vi)   awarding a prize to at least a winning player associated with the mobile terminal that submitted the correct task response.

42.   The method of claim 41, wherein step (iv) comprises the step of awarding the prize to each player in a same player branch as the winning player.

43.   The method of claim 42, wherein in step (iv) the prize for each player in the player branch is based on a generational level of each player.

44.   The method of claim 41, wherein the prize is based on a difficulty level of the task.

45.   The method of claim 41, wherein the prize is based on an amount of time in which the winning player's mobile terminal submitted the correct task response.

46.   A mobile terminal, comprising:

a processor;

a transceiver;

a display screen;

an input device; and

memory for storing computer readable instructions that, when executed by the processor, cause the mobile terminal to perform the steps of:

(i)   receiving game task information from a game server;

(ii)   displaying a game task and two response options on the display screen, wherein the two response options comprise:

a. passing the game task to another player; and

b. responding to the game task;

(iii)   when receiving user input via the input device indicating a user selects response option (a), sending a forward request to the game server; and

(iv)   when receiving user input via the input device indicating the user selects response option (b), sending a message comprising a response to the game task to the game server.